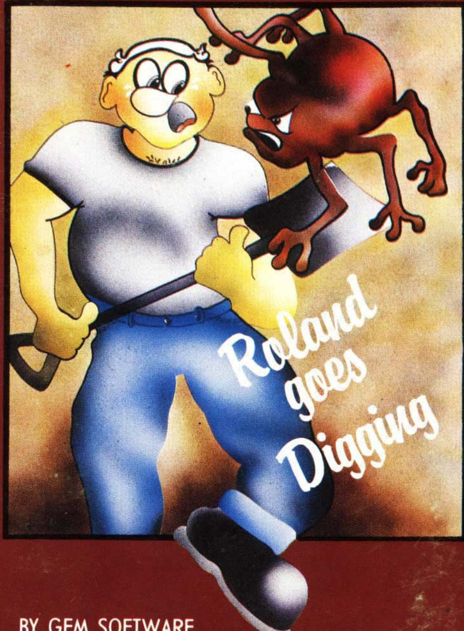
Amsoft
BRENTWOOD HOUSE
169, KINGS ROAD
BRENTWOOD
ESSEX
CM14 4EF

Amsoft
Roland goes Digging
GEM
SOFT
169
CPC464

Amsoft



BY GEM SOFTWARE

ROLAND GOES DIGGING

LOADING INSTRUCTIONS

Reset computer by holding down CTRL/SHIFT and ESC keys together in that order. Place cassette into Datacorder. Rewind tape to beginning then press STOP/EJECT once. Press CTRL and small ENTER keys simultaneously then press PLAY followed by any key. This program will take about 5 minutes to load.
AMSOFT JY1 Joystick compatible.

After the program starts to load, you will be asked if you are using a green screen monitor (GT-64). Answer Y or N and the program will continue to load.

Roland is working on a building site and has discovered a gang of aliens trying to take over the unfinished structure. The foreman (a sensible man) has offered a bonus to Roland to clear the building of the space squatters. Roland (not at all sensible) has taken his spade and set out to supplement his meagre income! Your task is to guide Roland and help him to obtain a fat pay packet.

An alien can be killed if it falls into a hole that Roland has dug with his spade and then Roland must dig it again and make it fall to its death.
If Roland fails to kill a trapped alien then it will eventually climb out and fill the hole again.
Unfortunately this annoys the aliens and they change colour and begin to chase after Roland.

The angry aliens are much more difficult to kill and must fall through at least two floors or they will resume their attack.
An alien cannot be made to fall through a partly dug hole and it will inevitably climb out.
By the way, they don't like their friends falling on top of them!!

Any contact with an alien will stun our hero and after five stuns he will be unable to continue.

The aliens are a form of plant life and are slowly consuming all the oxygen in the building. If Roland is to survive he must dispose of the aliens before the indicator reaches the bottom. Any oxygen left after Roland has cleared all of the intruders will be credited to his bonus.
If Roland is successful then he will be confronted with another (more daunting) invading force.

CONTROLS

Speed can be selected after pressing '0' for options followed by 'S' from 1 to 5 (1 is the fastest)
To stop the game at any time press DEL. Any other key restarts the game.

Music can be turned on or off by using the large ENTER key.

AMSOFT JY1 Joystick	Keyboard
Up = Climb up ladder	A
Down = Climb down ladder	Z
Left = Move Left	:
Right = Move right	;
Fire = Dig/Fill a hole	Space

Keys used can be altered.
Instructions to do this appear after selecting '0' for 'options' then 'C' to continue then 'K' for keyboard. You are asked if you want to change keys. If yes press y. The first key you touch after this will be for 'up', the second key for 'down' etc. Once you have chosen your keys, you are asked again if you want to change the keys. If not, press 'N' to get back to the start screen.